

Amendments to the Claims:

This listing of claims will replace all prior versions and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

- at least one input device;
- at least one display device;
- at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device, for a play of the game, to:

- (i) display a plurality of masked selections, each masked selection ~~masking being associated with one of a plurality of symbols,~~
- (ii) display a plurality of random symbol generators, wherein each of the random symbol generators is associated with a different group of masked selections from the plurality of masked selections, each random symbol generator and each group of masked selections being associated with a range of symbols, and wherein each of the random symbol generators is configured to randomly generate ~~one of the symbols of the associated range of symbols,~~
- (iii) enable a player to pick one of the plurality of masked selections, the masked selection picked by the player ~~masking being associated with a first symbol from the range associated with the group of masked selections including the masked selection picked by the player,~~
- (iv) cause a number of generations by each of the random symbol generators,
- (v) for each generation ~~of by~~ each of the random symbol generators, determine whether the first symbol is generated,

(vi) if the first symbol is generated for any of the generations by any of the random symbol generators, reveal the first symbol,

(vii) cause a first award to be provided, the first award being based on the symbols associated with each of the plurality of masked selections and the first award also being based on the symbols generated for each generation of by each of the plurality of random symbol generators, and

(viii) cause an additional second award to be provided, the additional second award being based on whether the first symbol is generated for the play of the game, the additional second award being determined based on an outcome of a bonus event, said bonus event occurring after a first generation by each of the random symbol generators and before a second generation by each of the random symbol generators.

Claim 2 (currently amended): The gaming device of Claim 1, wherein the first award is based on a quantity of the symbols associated with the plurality of masked selections which are generated by the random symbol generators for the play of the game.

Claim 3 (currently amended): The gaming device of Claim 1, wherein the first award is based on whether the symbol associated with each of the masked selections is generated for the play of the game.

Claim 4 (currently amended): The gaming device of Claim 1, wherein the second award is based on a quantity of symbols associated with masked selections picked by the player which are generated for the play of the game.

Claim 5 (currently amended): The gaming device of Claim 1, wherein the second award is based on a different an outcome of a the bonus game event for each selection picked by the player which is generated by any of the random symbol generators for the play of the game, the bonus game being triggered if the symbol associated with at least one of the selections picked by the player is generated for the play of the game.

Claim 6 (currently amended): The gaming device of Claim 5, wherein a mechanical device generates the each outcome of the bonus eventgame.

Claim 7 (currently amended): The gaming device of Claim 6, wherein the mechanical device is one selected from the group consisting of: a spinning reel, a spinning wheel, a translating indicator, a rotating indicator, and any combination thereof.

Claim 8 (currently amended): The gaming device of Claim 1, wherein the second award is based on an outcome of the bonus event which is generated by a mechanical display device.

Claim 9 (cancelled).

Claim 10 (cancelled).

Claim 11 (currently amended): The gaming device of Claim 1, wherein the first award is based on each of the symbols associated with each of the masked selections of one of the groups of masked selections generated for a play of the game.

Claim 12 (currently amended): The gaming device of Claim 1, wherein the plurality of masked selections is displayed as a set of rows of masked selections and wherein each of the random symbol generators is displayed adjacent to a column of the masked selections, the columns of the masked selections representing the groups of the masked selections.

Claim 13 (previously presented): The gaming device of Claim 1, wherein each of the random symbol generators is configured to generate and display one of the symbols from the associated range of symbols.

Claim 14 (cancelled).

Claim 15 (cancelled).

Claim 16 (original): The gaming device of Claim 1, wherein the symbols are numbers.

Claim 17 (cancelled).

Claim 18 (currently amended): The gaming device of Claim 1, wherein the instructions cause the processor to generate at least one symbol in addition to the symbols generated by the number of generations.

Claim 19 (currently amended): A gaming device comprising:

- at least one input device;
- a first display device;
- a second display device;
- at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the first display device, the second display device, and the at least one input device, for a play of the game, to:

(i) display a plurality of hidden selections, each hidden selection being associated with a symbol from an associated range of a plurality of symbols,

(ii) display a plurality of independent symbol generators, each independent symbol generator being associated with at least one of the hidden selections and being configured to generate one of the symbols of the range associated with the at least one hidden selection,

(iii) enable a player to pick at least one of the hidden selections, the at least one selection picked by the player being associated with a first symbol from the associated range of the plurality of symbols,

(iv) cause at least one of the independent random symbol generators to generate at least two ~~one~~ symbols,

(v) for each of any generated symbols, if said generated symbol matches one of the symbols associated with one of the plurality of displayed hidden selections, reveal said matched hidden selection,

(vi) provide a first award to the player based on the revealed symbols,
and

(vii) provide an additional second award to the player based on whether the first symbol is revealed, ~~wherein the second award is generated~~ based on an outcome of a bonus event and displayed by the second display device, said outcome being determined after a first generation of a first one of the symbols and before a second generation of a second one of the symbols.

Claim 20 (previously presented): The gaming device of Claim 19, wherein the first award is based on a quantity of revealed symbols for the play of the game.

Claim 21 (previously presented): The gaming device of Claim 19, wherein the first award is based on whether each of the symbols associated with the displayed selections is revealed for the play of the game.

Claim 22 (currently amended): The gaming device of Claim 19, wherein the outcome of the bonus event ~~second award~~ is based on a plurality of values, each of the values being determined based on a symbol associated with a revealed selection picked by the player for the play of the game.

Claim 23 (currently amended): The gaming device of Claim 19, wherein the instructions cause the at least one processor to display the a-bonus event game on the second display device, and wherein the second award is based on a different an outcome of the bonus_game event for each generated symbol which matches any of the hidden selections picked by the player.

Claim 24 (currently amended): The gaming device of Claim 19, wherein the second display device is a mechanical display device ~~is~~ selected from the group consisting of: a spinning wheel, a spinning reel, a translation indicator, a rotating indicator, and any combination thereof.

Claim 25 (previously presented): The gaming device of Claim 19, wherein the instructions cause the at least one processor to display a plurality of groups of the selections, wherein each independent symbol generator is associated with one of the groups of the selections, and wherein the first award is based on a quantity of symbols in at least one of the groups which are revealed for a play of the game.

Claim 26 (cancelled).

Claim 27 (cancelled).

Claim 28 (cancelled).

Claim 29 (original): The gaming device of Claim 19, wherein the symbols are numbers.

Claim 30 (cancelled).

Claim 31 (previously presented): The gaming device of Claim 19, wherein the instructions cause the processor to provide an additional award to the player if the revealed symbols form a designated combination of symbols for the play of the game.

Claim 32 (previously presented): The gaming device of Claim 31, wherein each revealed symbol of said designated combination of symbols occurs in one selected from the group consisting of: a single column and a single row.

Claim 33 (currently amended): A method of operating a gaming device having a game playable upon a wager, said method comprising:

- (a) generating a first set of symbols from a plurality of symbols;
- (b) displaying a plurality of selections, wherein each symbol of the first set of symbols is associated with one of the plurality of selections;
- (c) enabling a player to pick one of the selections, the selection picked by the player being associated with a first symbol from the first set of symbols;
- (d) randomly generating a second set of the symbols from the plurality of symbols;
- (e) providing a first award based on any symbols generated in both the first set of symbols and the second set of symbols; and
- (f) providing an additional second award based on whether the first symbol is generated in the second set of symbols, the additional second award having a value determined based on the outcome of a bonus event, said value being determined after generating a first subset of the second set of the symbols and before generating a second subset of the second set of the symbols.

Claim 34 (previously presented): The method of Claim 33, wherein the first award is based on a quantity of symbols generated in both the first set of symbols and the second set of symbols.

Claim 35 (previously presented): The method of Claim 36, which includes dividing the plurality of selections into a plurality of groups of selections and providing the first award if the symbol associated with each of the selections of one of the groups of selections is generated in both the first set of symbols and the second set of symbols.

Claim 36 (currently amended): The method of Claim 33, including repeating (d) at least once prior to providing any award.:-

Claim 37 (previously presented): The method of Claim 33, wherein the first award is based on each of any symbols generated in both the first set of symbols and in the second set of symbols.

Claim 38 (currently amended): The method of Claim 33, wherein the outcome of the bonus event is determined by a second award is based on an outcome of a mechanical display.

Claim 39 (previously presented): The method of Claim 33, which is operated through a data network.

Claim 40 (original): The method of Claim 39, wherein the data network includes an internet.

Claim 41 (currently amended): A method of operating a gaming device having a game operable upon a wager, said method comprising:

(a) enabling a play of a matching game as a first bonus game of a base game;

(b) for the play of the first bonus game, enabling a player to pick ~~one of a~~ plurality of selectable regions, each of the selectable regions being associated with one of a plurality of items, each of the associated items being hidden prior to the player picking one of the selectable regions;

(c) for the play of the first bonus game, displaying a matching sequence of the matching game, the matching sequence including a plurality of generations of one of the plurality of items and a comparison of each generated item to the item associated with each selectable region;

(d) enabling a different play of a second bonus game for each of the ~~if the item associated with the selectable regions picked by the player which is generated in the matching sequence, wherein at least one play of said second bonus game occurs after a first selectable region picked by the player is generated in the matching sequence and before a second selectable region picked by the player is generated in the matching sequence;~~ and

(e) providing an award based on the outcome of the first bonus game and based on the outcome of each different play of the second bonus game.

Claim 42 (previously presented): The method of Claim 41, which includes displaying the matching game on a plurality of reels, each reel displaying a group of the items.

Claim 43 (currently amended): The method of Claim 41, which includes displaying each different play of the second bonus game on one of a plurality of an electromechanical apparatus.

Claim 44 (currently amended): The method of Claim 41, wherein a first play of the second bonus game is based on a first outcome generated by first electromechanical apparatus and a second play of the second bonus game is based on a second outcome generated by second electromechanical apparatus~~which includes providing a number of plays of the second bonus game based on a quantity of selectable regions picked by the player are generated in the matching sequence.~~

Claim 45 (previously presented): The method of Claim 41, which is operated through a data network.

Claim 46 (previously presented): The method of Claim 45, wherein the data network includes an internet.

Claim 47 (new): The method of Claim 41, which includes enabling at least one play of the second bonus game after a first generation of one of the plurality of items and before a second generation of one of the plurality of items.